PARKER VIDEO GAME CARTRIDGE
cassette de jeu vidéo

POPEYE®

Arcade Game Series

© Two of Philips

English Instructions
Anweisungen auf Deutsch
Instructions en francais
Instrucciones en espanol
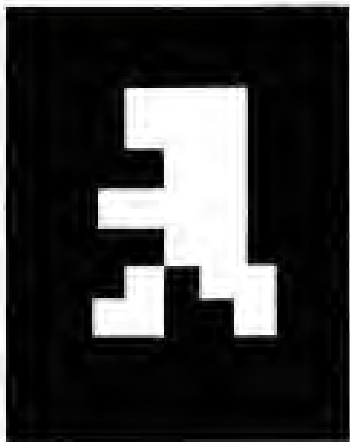Instrukties in nederlands
Istruziani in italiana

POPEYE ®*

Under Licence from King Features Syndicate, Inc. and Nintendo of America Inc.

®* Designates a trademork of King Features Syndicate, Inc. and Nintendo of America Inc.

FOR USE WITH THE PHILIPS® VIDEOPAC® COMPUTER

OBJECT

In this game, you're Popeye! And your goal is to catch all of Olive Oyl's hearts before they hit the water and sink – or before Brutus knocks you overboard. For each 100 points you score, you'll advance to the next – and more difficult – round. Good luck!

SETTING THE CONSOLE CONTROLS

1	Place the game cartridge firmly into the cartridge slot.
2	Press RESET.
3	Select the number of players. For a one-player game, press "1". For a two-player game, press "2". (see BRUTUS section for details on two-player games.) The action will automatically begin once you've selected the number of players.

NOTE: Any time during the game, you may press RESET to restart the game from the beginning.

THE JOYSTICK
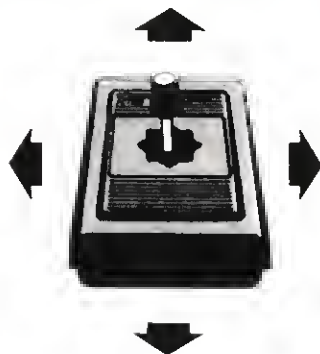
Use your joystick to guide Popeye to the right, left, up, and down.

Press the ACTION button whenever you want Popeye to:

- Grab his spinach (see SPINACH section)
- Pull a sinking heart out of the water (see HEARTS section)
- Punch bottles thrown by Brutus (see BRUTUS section)
- Drop the bucket on top of Brutus (see BUCKET section)

PLAYING

You begin each game with 3 Popeyes. Your first Popeye appears on the left of platform 2 as soon as you select a game number. The number on the top, right-hand side of the screen indicates the number of Popeyes currently played.

In each round, Popeye must win Olive Oyl's affection by catching all of her hearts before they fall into the water and sink. But Brutus does his nasty best to try and stop Popeye from completing his fanciful mission. He'll try to knock Popeye overboard by either pelting him with bottles, or swinging his fists. Whenever Brutus does hit Popeye, or one of Olive's hearts sinks into the water, you lose that Popeye. If you have a remaining Popeye, he will appear on the left of platform 2 – ready to try again!

PLATFORMS

ELEVATORS

SPINACH

STAIRS

SPINACH

Throughout the game, Popeye's spinach will appear on the 5th platform, alternating between the left and right sides. Whenever you wish, guide Popeye over to the spinach and press the ACTION button. If you reach it in time, Popeye will turn red and you'll hear the Popeye theme play. Before Popeye's "spinach strength" wears off, try to catch Brutus and knock him overboard. If you do, you gain 4 points!

ELEVATORS

There are 2 elevators which Popeye can use to travel up and down between platforms. One is located to the extreme left of the screen, the other to the extreme left or right of platforms1, 3, or 4, and stop him once he reaches the end. The elevator will automatically pick up Popeye and carry him in the direction in which it is moving. Popeye will "step off" the elevator at either platform 1 or platform 4, depending upon which direction the elevator is moving.

HEARTS

As you can see, Olive Oyl is standing at the top of the screen, tossing hearts down for Popeye to catch. Try to guide Popeye over to them. Each time you catch one, you'll earn a certain number of points, depending upon which platform Popeye is on.

If a heart falls into the water, you have a short amount of time to guide Popeye down to the 4th platform and pull it out. Position Popeye directly over the sinking heart, and then press the ACTION button. Popeye will bend down and scoop it out of the water. But if Popeye doesn't reach a sinking heart in time, Olive Oyl will jump down to scold Popeye, and then you'll lose that Popeye.

Olive Oyl will continue to toss hearts down to Popeye until you run out of Popeyes.

PLATFORM 1

As you can see, there are two sections to platform 1 located at the top portion of the screen; one to the right and one to the left. Whenever Popeye is standing on either of these two platforms, he is safe from Brutus.

BUCKET

Whenever Popeye is standing on platform 2, you'll see a bucket hanging in the centre, topmost portion of the screen. If Brutus is directly below this bucket, Popeye can punch it and cause the bucket to drop on top of Brutus – stopping him in his tracks for a brief period of time.

To make the bucket drop, simply move Popeye in the direction of the bucket while simultaneously pressing the ACTION button. If Popeye misses the bucket with his fists, try again.

BRUTUS

ONE-PLAYER GAME

In a one-player game, the role of Brutus is played by the computer. Brutus will chase Popeye up, down, and across platforms trying to knock him overboard. However, unlike Popeye, Brutus cannot use the stairs or the elevators to travel between platforms. Brutus can only knock Popeye overboard by:

- Catching Popeye on the same platform.
- Reaching up from the platform below Popeye.
- Reaching down from the platform above Popeye.
- Hitting Popeye with a bottle while on the same platform.

TWO-PLAYER GAME

In o two-player gome, the player NOT guiding Popeye controls Brutus. Brutus can move in the some directions as the joystick; left, right. up, and down.

Press the ACTION button whenever you wont Brutus to:

■ Throw o bottle when he and Popeye are on the some plotform.

■ Knock Popeye overboard when he is directly obove Brutus.

■ Knock Popeye overboard when he is directly below Brutus.

END OF GAME

The game ends when you've lost all your Popeyes. The next game will begin automotically.

ROUND PROGRESSION

For eoch 100 points you occumulote, you will automotically advance to the next, and more difficult round. The following changes will occur from round to round.

■ The speed at which Olive's hearts foll will increase.

■ Brutus will chose Popeye more closely and at o foster pace.

■ Brutus will throw bottles more often.

TWO-PLAYER GAME

In o two-player gome, the player NOT guiding Popeye controls Brutus. Players will alternote as Popeye, and the score for eoch ployer will be displayed throughout the gome; the first ployer's score to the left, the second player's score to the right.

■ In o two-ployer gome, when one player loses oll his or her Popeyes, he or she is out of the gome. The opponent, however, moy continue to ploy os long os he or she has a remoining Popeye.

SCORING

The number of points for eoch heort cought by Popeye depends upon which plotform Popeye is on when he cotches it.

Plotform 2	10 POINTS
Plotform 3	9 POINTS
Plotform 4	7 POINTS
Plotform 5	6 POINTS
Sinking Heorts	5 POINTS
Knocking Brutus Overboord	4 POINTS
Dropping Bucket onto Brutus	9 POINTS
Punching Brutus' Bottles	2 POINTS

HIGH SCORE

When o gome ends, the highest score will be displayed ot the bottom, left-hond side of the screen. The ployer who ochieved this score moy type his or her nome or initiols on the console ond it will oppeor next to this score.

IN CASE OF DIFFICULTY USING THIS PRODUCT, PLEASE CONTACT YOUR NEAREST CONSUMER RESPONSE DEPARTMENT.

IN THE U.K. AND IRELAND
THE PALITOY COMPANY,
OWEN STREET,
COALVILLE,
LEICESTER LE6 2DE,
ENGLAND.

IN GERMANY
GENERAL MILLS INC.,
DEUTSCHE ZWEIHNIEDERLASSUNG,
KLOECKNERSTRASSE 1,
D-6054 RODGAU 3,
BRD.

IN FRANCE
MIRO – MECCANO S.A.,
118-130 AVENUE JEAN JAURES,
75019 PARIS,
FRANCE.

IN SPAIN
PBP, S.A.,
HOSTALRIC (GIRONA),
ESPAÑA.

IN THE NETHERLANDS
CLIPPER BENELUX,
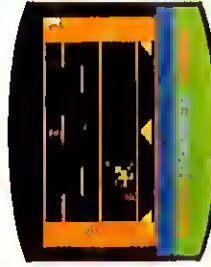KONINGINNEWEG 6,
1075 CX. AMSTERDAM,
NEDERLAND.

IN BELGIUM
CLIPPER BENELUX,
JETSE STEENWEG 518,
CHAUSSEE DE JETTE 518,
BRUSSEL,
BÉLGIE.

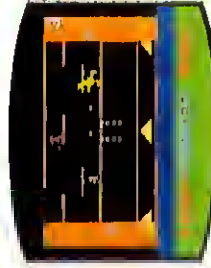ELSEWHERE IN EUROPE CONTACT: THE PALITOY COMPANY, ENGLAND.

POPEYE

In this game, you're Popeye! And your goal is to catch all of Olive Oyl's hearts before they hit the water and sink – or before Brutus knocks you overboard. For each 100 points you score, you'll advance to the next – and more difficult – round. Good luck!

In diesem Spiel sind Sie POPEYE! Ihr Ziel ist es, alle Herzen von Olivia aufzufangen, bevor sie im Wasser versinken. Dabei müssen Sie Brutus und seinen Flaschen aus dem Weg gehen, um nicht über Bord geworfen zu werden. Jedesmal wenn Sie 100 Punkte gesammelt haben, geht es weiter zur nächsten – und schwierigeren Runde.

En este juego, ¡usted es POPEYE! Y su meta es recoger todos los corazones de Olivia antes de que caigan al mar y se hundan – o antes de que Brutus lo tire por la borda. Por cada 100 puntos obtenidos, avanzará a la siguiente vuelta, que será aún más difícil, ¡Buena suerte!

Dans ce jeu, POPEYE, c'est vous! Et votre but est d'attraper tous les coeurs d'Olive Oyl avant qu'ils ne tombent à l'eau et coulent – ou avant que Brutus ne vous renverse. Chaque fois que vous marquez 100 points, vous avancez jusqu'au prochain tour qui est plus difficile. Bonne chance!

In questo gioco vi trovate nei panni di POPEYE! Il vostro intento è di afferrare tutti i cuori di Olive Oyl prima che finiscano in acqua ed affondino, o prima che Brutus vi faccia cadere in acqua. Per ogni 100 punti che segnerete passerete al giro successivo, che sarà più difficile.

In dit spel ben je POPEYE! En je legt je erop toe alle hartjes van Olijfje te winnen voordat ze in het water vallen en zinken – of voordat Brutus je overboord slaat. Voor iedere 100 punten die je scoort ga je naar de volgende ronde – en die is een stuk moeilijker. Sukses!

PARKER 🄢 A video game cartridge from   For the PHILIPS' VIDEOPAC® Computer